
Indiana Curriculum Standards

K.1.1, 1.1.1, 2.1.1,
3.1.2, 3.1.4, 4.1.6,
4.3.8

Grade Level: K-4

Supplies: 36 cards total

6 Animals,
6 Home (log cabin)
6 Water (ex. spring,
well, stream)
6 Land,
6 Food,
5 Trees
1 Sickness

Pioneer Survival: What did the Lincoln family need to survive?

Objective

- Students will be able to: 1. work productively in small groups to collect all the cards needed to make a home; 2. make appropriate decisions to collect the needed cards.

Background:

Thomas and Elizabeth Sparrow, Nancy's uncle and aunt, with their 18-year-old nephew Dennis Hanks, followed the Lincolns into Indiana and moved into a rough shelter on the Lincoln farm until they could find land and settle. Their coming cheered Nancy and gave young Abraham a companion and Thomas another work hand.

Within a year, both Sparrows died as victims of the dreaded "milk sickness" (white snakeroot poisoning) that swept through southwestern Indiana in the late summer of 1818. No doctors lived nearby, and there were no known remedies. A few weeks later Nancy also became a victim of the "milk sickness" and died on October 5, 1818. Abraham was only 9 and Sarah only 11.

Instructions

1. Explain to the students that we are going to play a game like Old Maid. This game is called Oh No! Sickness! For this game the students will need to collect those things the Lincoln family needed to live. Ask the students to name these things. The students should respond with animals, home, water, land, food, and trees.
2. Write the topics on the board and then ask the students to name things that would go under each one of them.
3. Explain that the students are going to play a game and place them into six small groups in different areas of the room. After the cards have been shuffled, each group will be given 6 cards. To win the game they will need to have a complete set of cards – 1 animal, 1 home, 1 water, 1 land, 1 food, 1 tree. But there is a catch, one tree is missing and has been replaced with something bad – sickness. If a group gets the sickness

card they will want to get rid of it. Just like you want to get rid of the Old Maid, you will want to get rid of sickness. (Place a set of the cards in view of the students for reference).

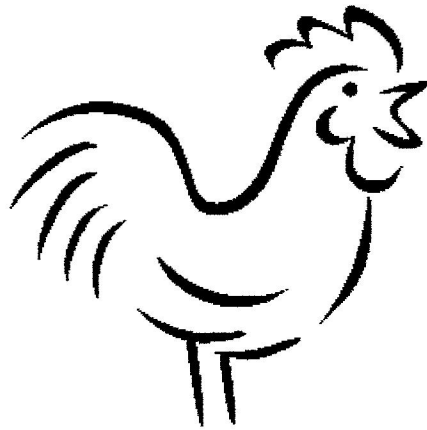
4. The students look at their cards and as a group choose the best move.
5. The students decide how many cards they will need to trade. After they have decided, they pick one member of their group to go to the center of the room to trade their cards with another group. The student that is selected to trade cards repeats the number of cards they are trading until they exchange cards with another group. They can only trade with a group that wants to trade the same number of cards.
6. The groups continue to trade cards until one group has a set of all six cards. When a group has a complete set they should shout the word "pioneer". The game stops. Any student in the middle goes back to their group with the cards they have in their hand.
7. The group that shouted "pioneer" reads their cards to make sure they have 1 animal, 1 home, 1 water, 1 land, 1 food, 1 tree. If they have all six they get 6 points. The other groups check their cards to make sure they do not have a complete set. If another group has a complete set of six cards they also get six points. Keep score on the board.
8. The other groups check their hands to see which one is holding the sickness card. This group receives 0 points for this round.
9. The remaining groups get a point for each part of a set they have, no points are given for the duplicates.
10. Collect the cards, shuffle and deal again. The class can play as many rounds as desired.

Closure: Today we played Oh No! Sickness! And collected the things the Lincoln family needed to survive. We also learned that sickness is a bad thing. Pioneers who got sick didn't have the medicines we have today to help them get better.

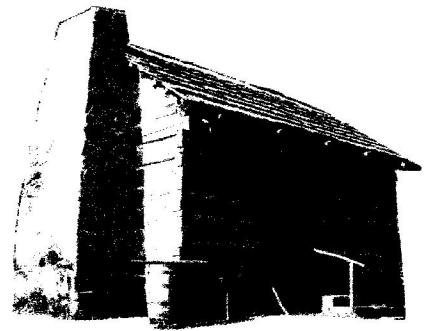
Food



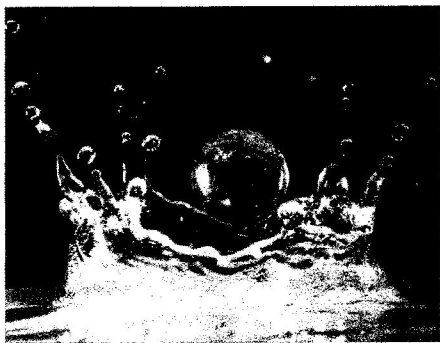
Animals



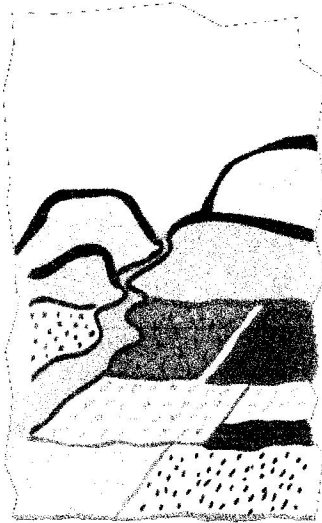
Home (Log Cabin)



Water



Land



Trees



Oh No!
Sickness!